

What is claimed is:

1. A real time recording/reproducing system for converting an analog image signal in an analog-to-digital converter (ADC) to digital data, recording the digital data in a recorder, reading out the digital data recorded in the recorder and converting the read-out digital data in a digital-to-analog converter (DAC) to analog data to be outputted, the real time recording/reproducing system comprising:

a first frame memory for storing the output of the ADC;

a compression processing module for compressing the output of the first frame memory;

a decompression processing module for decompressing the digital data read out from the recorder;

a second frame memory for storing the output of the decompression processing module and outputting the stored data to the DAC; and

a frame rate controller for controlling the compression processing module.

2. A real time recording/reproducing system for converting an analog image signal in an analog-to-digital converter (ADC) to digital data, recording the digital data in a recorder, reading out the digital data recorded in the recorder and converting the read-out digital data in a digital-to-analog converter (DAC) to analog data to be outputted, the real time recording/reproducing system comprising:





decompressing the digital data read out from the recorder;

storing the decompressed data in a second memory;

controlling the frame rate of the compressed data to be constant by executing a frame interpolating processing; and

executing a frame skipping processing when it becomes unable to execute full frame real time decompression processing.

7. The real time recording/reproducing system according to claim 6, wherein the frame thinning-out and the frame skipping operations are performed preferentially from frame-interpolation frames to generate digital compressed data involving much motion.

8. The real time recording/reproducing system according to claim 6, wherein in the compression processing operation data bit stream data including a picture header representing the start of a frame compression code, a user data representing a thinned-out frame and a reference frame code representing the same frame are added as a reference frame.